

Alice Chirico

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4591482/publications.pdf>

Version: 2024-02-01

60
papers

1,697
citations

430442

18
h-index

344852

36
g-index

68
all docs

68
docs citations

68
times ranked

1176
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. <i>Scientific Reports</i> , 2017, 7, 1218. | 1.6 | 163 |
| 2 | Designing Awe in Virtual Reality: An Experimental Study. <i>Frontiers in Psychology</i> , 2017, 8, 2351. | 1.1 | 144 |
| 3 | Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 127-133. | 2.1 | 140 |
| 4 | The development of the Awe Experience Scale (AWE-S): A multifactorial measure for a complex emotion. <i>Journal of Positive Psychology</i> , 2019, 14, 474-488. | 2.6 | 131 |
| 5 | When Virtual Feels Real: Comparing Emotional Responses and Presence in Virtual and Natural Environments. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 220-226. | 2.1 | 124 |
| 6 | The Potential of Virtual Reality for the Investigation of Awe. <i>Frontiers in Psychology</i> , 2016, 7, 1766. | 1.1 | 100 |
| 7 | Awe: A Self-Transcendent and Sometimes Transformative Emotion. , 2018, , 221-233. | | 75 |
| 8 | When music "flows": State and trait in musical performance, composition and listening: a systematic review. <i>Frontiers in Psychology</i> , 2015, 6, 906. | 1.1 | 67 |
| 9 | Awe Enhances Creative Thinking: An Experimental Study. <i>Creativity Research Journal</i> , 2018, 30, 123-131. | 1.7 | 56 |
| 10 | Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies. <i>Frontiers in Psychology</i> , 2017, 8, 1773. | 1.1 | 51 |
| 11 | COVID Feel Good" An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. <i>Frontiers in Psychiatry</i> , 2020, 11, 563319. | 1.3 | 42 |
| 12 | Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 245. | 1.0 | 38 |
| 13 | Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2019, 23, 1877-1887. | 3.9 | 37 |
| 14 | A Novel Technique for Improving Bodily Experience in a Non-operable Super"Super Obesity Case. <i>Frontiers in Psychology</i> , 2016, 7, 837. | 1.1 | 35 |
| 15 | Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 107-114. | 2.1 | 33 |
| 16 | Networked Flow in musical bands. <i>Psychology of Music</i> , 2017, 45, 283-297. | 0.9 | 29 |
| 17 | A Review on Research and Evaluation Methods for Investigating Self-Transcendence. <i>Frontiers in Psychology</i> , 2020, 11, 547687. | 1.1 | 28 |
| 18 | The Role of Age on Multisensory Bodily Experience: An Experimental Study with a Virtual Reality Full-Body Illusion. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 304-310. | 2.1 | 27 |

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|----|--|-----|-----------|
| 19 | Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. <i>Virtual Reality</i> , 2021, 25, 107-121. | 4.1 | 22 |
| 20 | Rethinking the Role of Affect in Risk Judgment: What We Have Learned From COVID-19 During the First Week of Quarantine in Italy. <i>Frontiers in Psychology</i> , 2020, 11, 554561. | 1.1 | 20 |
| 21 | The Potential Role of Awe for Depression: Reassembling the Puzzle. <i>Frontiers in Psychology</i> , 2021, 12, 617715. | 1.1 | 19 |
| 22 | The Effect of a Virtual-Reality Full-Body Illusion on Body Representation in Obesity. <i>Journal of Clinical Medicine</i> , 2019, 8, 1330. | 1.0 | 18 |
| 23 | Nature versus art as elicitors of the sublime: A virtual reality study. <i>PLoS ONE</i> , 2021, 16, e0233628. | 1.1 | 18 |
| 24 | Awe: "More than a feeling". <i>Humanistic Psychologist</i> , 2018, 46, 274-280. | 0.2 | 17 |
| 25 | Positive and Transformative Technologies for Active Ageing. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 308-15. | 0.2 | 17 |
| 26 | Using Virtual Reality to Test Human-Robot Interaction During a Collaborative Task. , 2019, , . | | 16 |
| 27 | Defining Transformative Experiences: A Conceptual Analysis. <i>Frontiers in Psychology</i> , 0, 13, . | 1.1 | 15 |
| 28 | Using virtual reality to target positive autobiographical memory in individuals with moderate-to-moderately severe depressive symptoms: A single case experimental design. <i>Internet Interventions</i> , 2021, 25, 100407. | 1.4 | 14 |
| 29 | Multilevel Behavioral Synchronization in a Joint Tower-Building Task. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2017, 9, 223-233. | 2.6 | 13 |
| 30 | Emotional Expression of #body on Instagram. <i>Social Media and Society</i> , 2020, 6, 205630512092477. | 1.5 | 12 |
| 31 | Transformative Experience Design. , 2019, , . | | 11 |
| 32 | Automatic imitation of the arm kinematic profile in interacting partners. <i>Cognitive Processing</i> , 2015, 16, 197-201. | 0.7 | 10 |
| 33 | On the Effects of Leader-Follower Roles in Dyadic Human-Robot Synchronization. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2023, 15, 434-443. | 2.6 | 10 |
| 34 | Gulliver's virtual travels: active embodiment in extreme body sizes for modulating our body representations. <i>Cognitive Processing</i> , 2020, 21, 509-520. | 0.7 | 10 |
| 35 | Machines Like Us and People Like You: Toward Human-Robot Shared Experience. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 357-361. | 2.1 | 10 |
| 36 | Intersections Between Awe and the Sublime: A Preliminary Empirical Study. <i>Empirical Studies of the Arts</i> , 0, , 027623742199469. | 0.9 | 9 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | Healthy Avatars, Healthy People. <i>Advances in Medical Diagnosis, Treatment, and Care</i> , 2017, , 247-275. | 0.1 | 9 |
| 38 | New Technologies as Opportunities for Flow Experience: A Framework for the Analysis. , 2016, , 249-263. | | 7 |
| 39 | Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. <i>Frontiers in Psychology</i> , 2018, 9, 2604. | 1.1 | 7 |
| 40 | Positive emotion dispositions and emotion regulation in the Italian population. <i>PLoS ONE</i> , 2021, 16, e0245545. | 1.1 | 7 |
| 41 | Psychophysiological Specificity of Four Basic Emotions Through Autobiographical Recall and Videos. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 1-8. | 0.2 | 7 |
| 42 | Networked Flow in Creative Collaboration: A Mixed Method Study. <i>Creativity Research Journal</i> , 2020, 32, 41-54. | 1.7 | 7 |
| 43 | Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. <i>Journal of Clinical Medicine</i> , 2020, 9, 3405. | 1.0 | 6 |
| 44 | Awe. , 2020, , 1-9. | | 5 |
| 45 | Virtual-Reality Music-Based Elicitation of Awe: When Silence Is Better Than Thousands Sounds. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019, , 1-11. | 0.2 | 5 |
| 46 | The Need for a Paradigm Shift in Approaching Ageing-Related Design Research and Practice. <i>Frontiers in Psychology</i> , 2021, 12, 750178. | 1.1 | 5 |
| 47 | Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augmented Reality. <i>Communications in Computer and Information Science</i> , 2016, , 99-109. | 0.4 | 4 |
| 48 | The Effects of an Ecological Diversifying Experience on Creativity: An Experimental Study. <i>Frontiers in Psychology</i> , 2020, 11, 1396. | 1.1 | 3 |
| 49 | Improving the Language of Designing for Ageing. <i>Lecture Notes in Computer Science</i> , 2021, , 405-425. | 1.0 | 3 |
| 50 | Bridging Minds: A Mixed Methodology to Assess Networked Flow. <i>Studies in Health Technology and Informatics</i> , 2015, 219, 33-6. | 0.2 | 3 |
| 51 | Self-transcendent dispositions and spirituality: the mediating role of believing in a benevolent world. <i>Journal of Spirituality in Mental Health</i> , 2023, 25, 104-127. | 0.5 | 3 |
| 52 | A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 19-27. | 0.2 | 2 |
| 53 | Editorial: Toward a Science of Complex Experiences. <i>Frontiers in Psychology</i> , 2021, 12, 775149. | 1.1 | 2 |
| 54 | <i>Call for Special Issue Papers:</i> Virtual Emotions: Understanding Affective Experiences in the Metaverse. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 85-86. | 2.1 | 2 |

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|----|---|-----|-----------|
| 55 | The Italian Adaptation of Interpersonal Communication Competences Questionnaire. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 34-41. | 0.2 | 1 |
| 56 | COLLEGO: An Interactive Platform for Studying Joint Action During an Ecological Collaboration Task. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 67-72. | 0.2 | 1 |
| 57 | Creative Learning in Digital and Virtual Environments During COVID-19 and Beyond. , 2020, , 162-179. | | 1 |
| 58 | Networks and Creativity. , 2019, , 117-135. | | 0 |
| 59 | Healthy Avatars, Healthy People. , 0, , 1147-1168. | | 0 |
| 60 | Healthy Avatars, Healthy People. , 0, , 1451-1472. | | 0 |